

DECEMBER 1987 FLAGPOST

The newsletter of the Fort Leavenworth Atari Group
P.O. Box 3223, Fort Leavenworth, Kansas 66027

EDITORIAL

Seasons Greetings!!! I hope that everyone enjoyed their Thanksgiving Holiday. I took a few minutes and played some of those Atari games that I have always wanted to play but didn't have the time. I hope that you had the time to enjoy your Atari during the holidays.

The December FLAGPOST is full of information about Atari's new products. Take a few minutes and get caught up on what is available. John Hutchinson stays abreast of the latest developments and has included some excellent information for your enjoyment.

The December meeting is important to every member of FLAG since we will be electing our officers. Remember that FLAG is run by volunteers like you and I. If there are no volunteers to hold the key positions in FLAG, the club will cease to exist. FLAG needs you!!! Don't sit back and let someone else volunteer!

The December meeting also promises to be exciting as the general membership will judge the Graphic Arts entries for the best submission by one of our members. Why not draw something up? It's worth a coupon for a free PD disk from the FLAG libraries.

Lastly, December is our Gamefest month. Please bring your favorite game and joystick to the meeting. This is an excellent opportunity for you to play games you couldn't afford and see if you really like them. Besides, it will be great fun.

Folks, if you buy a new piece of software, think about writing a review of it so our other members can benefit from your experience. I can always use the input for the FLAGPOST. Have a Merry Christmas!

- DAVE TITUS, Editor

**THIS MONTH'S MEETING IS ON THURSDAY,
DECEMBER 3RD, 7 PM, OFFICERS' CLUB**

this month's theme

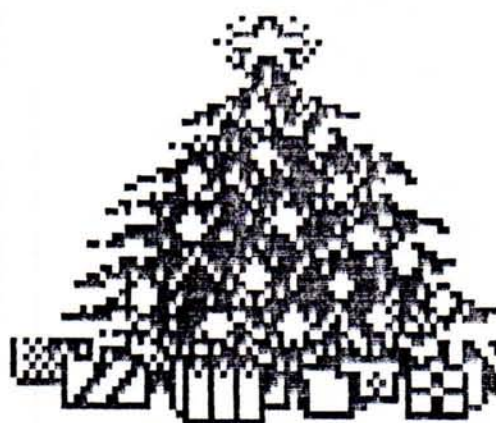
OFFICER ELECTIONS AND GAMEFEST !!!

**Come to the meeting and participate in the elections.
Then enjoy a fun evening playing different games !!!**

Don't miss it!

1987 FLAG EXECUTIVE BOARD

| | | |
|----------------|------------------|----------|
| President | John Hutchinson | 651-5631 |
| Vice-President | Ken Knox | 651-4563 |
| Secretary | David Hagan | 682-2452 |
| Treasurer | Bob Smith | 682-3956 |
| Editor | Dave Titus | 682-2492 |
| Librarian | Mike D'Agostino | 682-8663 |
| ST Librarian | John DellaJacono | 651-5536 |
| Hospitality | Peggy Fratzel | 724-2381 |
| Publicity | Jack Tombrella | 682-7641 |



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The Fort Leavenworth Atari Group (FLAG) is a social organization whose purpose is to promote the efficient use of Atari personal computers. FLAG is authorized to conduct activities on Fort Leavenworth under the provisions of AR210-1. Membership is open to the general public. FLAG does not support nor condone the unauthorized duplication of copyrighted software. Commercial advertising rates: business card or 1/4 page, \$5; 1/2 page, \$10; 1/2 page back cover, \$20, full page, \$20. Submission deadline for all material is the 20th of the month preceeding publication date.

From the PRESIDENT



by John Hutchinson... one last time.

"Ho-Ho-Ho, Atarians!" Yep, it's that time of year again. It's time for sleigh bells, songs of cheer, good will towards man, and visions of all sorts of new goodies for your Atari!

You might also recall this time of year brings on other festivities as well, such as FLAG's annual election of officers. Nominations are still open so if you are willing to volunteer please let someone know. It's ridiculous, but we still don't have a nominee for Secretary! C'mon folks, get off your can and help out the club. Even if you plan to leave the area this summer, you could still fill this position until then (and I KNOW what CGSC schedules are like in the Spring!) PLEASE volunteer!

December is also time for GAMEFEST! This has always been a lot of fun for both young and old so grab your favorite game and bring it along to the December meeting. We will have several systems set up to play games (or demo serious software but only if you insist!); hold our Graphics Arts contest; serve FREE drinks and snacks; and have LOTS of doorprizes. So don't miss out on all the fun!

It's not too late to enter our Graphic Arts contest. Just bring your disk with your artwork to the meeting and turn it in to Tony Bullard, the contest coordinator. Make sure you have your name on the disk and whatever program is needed to view your artwork. The membership will pick the winners by viewing the pix and we won't announce whose art is whose until after the results are in. Some VERY nice prizes for the winners so be sure and enter! We'll have a special category just for kids if we get 3 or more entries, too!

I also need to mention that MANY of you out there have dues that expire in December. Please bring your checkbook (or CASH) to the meeting and settle up with our treasurer, Bob Smith. Our budget is too tight to provide benefits without funds so you will be dropped after 30 days past due. Check the mailing label on your FLAGPOST or call Bob to see when your dues expire.

As luck would have it, I won't be able to attend the December meeting. I'm being "forced" to go TDY to Australia for a week. Oh, the sacrifices we make, huh? I have appointed Jeff Barker as Interim Vice Pres so he will handle the meeting. I'd like to take this opportunity to thank those of you who have helped so much during my tenure as president as well as the last four years in FLAG. One person can't do it all and I was fortunate to have a few folks willing to do more than their share. I have received much more from my association with the group than I have put into it. I can only hope that more of you out there will come to take the same view in the coming year when the new officers ask for volunteers. Thanks to all for a really great year (especially Jeff, Ken, Bob, Mike, D.J., Jack, Peg, Roy, and Dave H. & T.)! Here's wishing every one of you the happiest of holidays and the best of good times.

See you in 1988! G'day! - HUTCH

HEY?

WANT TO BE A FLAG OFFICER OR COMMITTEE MEMBER?

FLAG Officer & Committee Chairperson Positions

Note: All officers must be elected to office by the general membership. Presidential nominees must not be expecting a geographical reassignment during the year of their office.

PRESIDENT.

1. Presides over general membership and executive board meetings.
2. Appoints committee chairpersons as required.
3. Approves expenditure of club funds.
4. Represents F.L.A.G. as a non-voting member of the Leavenworth Users Group executive board.
5. Provides monthly input to the FLAGPOST newsletter.

VICE-PRESIDENT.

1. Presides over general membership and executive board meetings in the absence of the President.
2. Assumes duties of the President in the event of his resignation or inability to continue in his office.
3. Serves as overall Event/Program Coordinator including location of meetings, equipment coordination, guest speakers, etc.

SECRETARY.

1. Takes written minutes of the proceedings of each general membership and executive board meeting.
2. Provides minutes of monthly general membership meetings to the Editor for publication in the FLAGPOST newsletter.

TREASURER.

1. Maintains the FLAG checking account.
2. Receives all funds and makes disbursements as directed by the President and/or the general membership.
3. Provides a monthly treasurer's report to the Editor for publication in the FLAGPOST newsletter.
4. Creates an annual financial report for submission to DPCA, Fort Leavenworth, as required.
5. Conducts an informal audit upon entering and upon leaving office.
6. Maintains the official FLAG membership roster and issues membership cards and renewal notices as required.

FLAG COMMITTEE CHAIRPERSONS/MEMBERS

Note: All committee chairpersons are appointed by the President. Committee members, if required, are appointed by the chairpersons. For information on the specific duties and/or responsibilities of committee positions, contact the current committee chairperson or any FLAG officer.

FLAGPOST EDITOR
ASSISTANT EDITOR
8-BIT LIBRARIAN
ST LIBRARIAN
PUBLICITY
HOSPITALITY
EQUIPMENT COORDINATOR
and other committee as deemed necessary by the President.

We need your help!
Please volunteer
and become a REAL
FLAG member!



ATARI®



NEW PRODUCT NEWS

FALL COMDEX 1987 EDITION

NEW ADVANCED SYSTEMS ARE HITS AT FALL SHOW

LAS VEGAS, NV. -- In a series of major product introductions, Atari Corporation emerges as a maker of a complete line of high-performance, low-cost solutions for the business, engineering and personal computing worlds.

New technology is showcased by ABAQ, an ultra-high-performance workstation with blazing speed and dazzling graphics. ABAQ, based on a sophisticated transputer chip, runs more than 10 times faster than the PC/AT and more than 4 times faster than the 68020 with math coprocessor. The parallel processing capability of ABAQ lets a single system multiply its processing power by adding extra transputer chips.

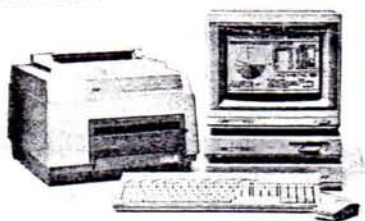
Atari unveiled its new CD player capable of reading CD-ROM disks and playing all commercially available CD music disks. The CD-ROM is supported by a MEGA and ST compatible DMA interface, and will retail for only \$599.

Atari's connectivity system for the ST, Mega, and PC computers is compatible with the NETBIOS standard used by IBM and Novell. It communicates data at 1 megabits-per-second to Atari computers and to PC compatibles and over 250K bits-per-second over Appletalk over a second independent channel.

The Atari MEGA computers are featured with a variety of solid business solutions.

At Atari, desktop publishing is represented by both the Atari SLM804 Laser Printer and Deskset by G.O. Graphics. G.O. Graphics is currently porting this Compugraphic compatible program for marketing by Atari.

The top two word processors from the PC world are now compatible with the ST and Mega. Word Perfect is displaying, the now shipping, Word Perfect for both the Atari ST and MEGA computers. Word Perfect ST has all the features of the PC version, supports the mouse and windows, and runs faster than the PC version. Microsoft Write is also on display. Write is a direct port of Microsoft Word 1.05 for the Macintosh.



Atari's new MEGA with Laser Printer.

A group of third party vendors are appealing to the MEGA and ST VAR market with vertical packages running under IDRIS, the multi-user/multitasking operating system. Several new high-end CAD packages are on display including Foresight's Drafix-1. Desktop video is

represented by several powerful products from Sony and from Antic Software. Additional MEGA and ST software products are being displayed in other Comdex booths.

Atari expanded its PC-compatible offerings by adding two new models available in several configurations. The PC2 (PC/XT compatible) comes with EGA graphics, high clock speeds, and 5 XT style slots. The PC4 (PC/AT compatible) features EGA and VGA graphics, an even higher clock speed and AT style slots. Both sport low price tags. The PC2 and PC4 will be offered in a number of different internal disk drive configurations including combinations of hard disk and 3.5" or 5.25" floppy disks. These new models join the PC1, which is a basic PC/XT compatible, suitable for use as a LAN workstation and for standalone personal computing.

By closing the gaps in computer technology, Atari Corporation has once again taken the computer industry lead. With the introduction of the ABAQ, the CD-ROM, the PC line, the LAN, and the continued support of the existing Atari MEGA and ST computers with new peripheral and software products, Atari has proven that regardless of the computing needs, we have the answer.

REVOLUTIONARY COMPUTER MAKES DEBUT

LAS VEGAS, NV. -- At Fall Comdex '87, Atari announced a new addition to its growing computer product line. Called ABAQ, the new computer is based on the revolutionary transputer chip. ABAQ is the first parallel processing, high-performance, personal workstation of its kind.

With ABAQ, advances in applications such as desktop publishing and CAD will be phenomenal. Full page displays will

move desktop publishing into another realm. The solid and wire frame modeling graphics capabilities will bring 3-D CAD rendering and rotation up to levels that previously desktop computers could not have performed. The better than broadcast quality resolution will allow nearly photographic quality graphics. This feature alone will have a tremendous impact on the film, television and video industries

ability to computer generate special effects.

The screen resolutions available for ABAQ are very important. All screen resolutions are 60 HZ, portrait quality. The highest mode is 1280 X 960 (4 bit/pixel) color. This resolution is excellent for engineering drawings, desktop publishing, and film, television or video special effects work. The second resolution is 1024 X

Continued on page 4

ATARI INTRODUCES CONNECTIVITY

LAS VEGAS, NV. -- In today's computing environment, connectivity can be a genuine issue. As part of the overall Atari solution to computing problems, Atari introduced "PromiseLAN", a network system for the MEGA, ST, and PC.

PromiseLAN currently offers a new simplicity to the usually complicated task of networking. PromiseLAN can network 17 PCs in a star configuration using off-the-shelf telephone wire. No special cabling is necessary. Later versions of PromiseLAN software will offer full multi-drop systems.

Compatibility in connectivity is a justifiable concern. PromiseLAN provides full compatibility to IBM standards using NETBIOS. NETBIOS stands for Network Basic Input and Output System, and allows full compatibility to IBM computers and software. The PromiseLAN NETBIOS is a proprietary design that provides the utilities which send data to and receive data from the network adaptor cards.

The cards contain a proprietary chipset us-

ing very large scale integration (VLSI), which includes NETBIOS to support the standard IBM network operating system. Equally important, PromiseLAN provides an interface to AppleTalk. This allows the connection of Macintoshes to the PC network.

PromiseLAN also will provide record-locking. This operation excludes other users from accessing (or writing to) a record in a file while another user is accessing the same record. This is a necessity when common databases are used between computers.

Future PromiseLAN interface units will be developed for the Atari MEGA and ST computers. At that point, Atari MEGA computers with laser printers as desktop publishing systems could exchange data with a satellite group of Atari PCs as LAN stations. This system configuration would create an entire office environment where the 8088 world and 68000 world exist in perfect harmony.

CD-ROM/CD-AUDIO A SHOW STOPPER

LAS VEGAS, NV. -- Fall Comdex '87 saw the introduction of Atari's first CD-ROM/CD-Audio player. The 12 cm optical disc, originally developed for digital audio, can now be used to store over 540 megabytes of data. Atari has added audio playback capabilities to the CD-ROM, giving it the ability to play back normal audio Compact Discs at exceptionally high fidelity.

Since only light touches the data surface, an optical disc will not wear out. Error detection and correction methods safeguard the integrity of the information. Moreover, discs can be replicated at low cost, producing databases that are suitable for mass distribution.

The Atari CD can be connected to a Atari MEGA or ST computer for immediate on-line access to huge databases, to a stereo system for audiophile quality sound, or to both for computer aided instruction or entertainment. Commercial and governmental databases are available for business, medicine, law, library databases

and science.

The data retrieval capacity of the CD-ROM is revolutionary. Five hundred and forty megabytes of data corresponds to over 1000 typical floppy disks or over 200,000 pages of printed material or thousands of images or hours of spoken text.

Styled to match the existing Atari computer product lines, the Atari CD hosts a number of special features. A front-loading drawer design permits stacking the unit with other equipment. The front panel controls are on a removable infrared remote control unit allowing the audio functions to be controlled from across the room. A front panel stereo headphone jack with volume control is provided for private listening or education applications.

The computer control of audio functions includes the independent selection of left and right channels to support multiple audio programs. The CD by Atari - the newest in CD-ROM/CD-Audio players.

ATARI DESKSET: A PROFESSIONAL DESKTOP TYPOGRAPHY SYSTEM

LAS VEGAS, NV. -- At Fall Comdex '87, Atari introduced DeskSet, the professional software solution to desktop typesetting. Designed to work with the Atari SLM804 and the Atari MEGA4 Computer, DeskSet is the first laser typesetting system to include typesetting refinements required by typographers.

Professional features like automatic hyphenation and justification, character pair kerning, automatic character compensation and multiple exception hyphenation dictionaries are built into the software at no additional cost.

DeskSet eliminates the need for expensive processors, chemicals, photo paper and paste-up. Now you can achieve final output direct from your SLM804.

DeskSet is expandable to include graphics files scanned in from low cost scanners or created with many graphics programs. DeskSet gives a true What-you-see-is-what-you-get preview with graphics, using the actual printed fonts. Only DeskSet offers this versatility in a low cost laser printer system.

DeskSet does not require a standalone word processing program. It contains a powerful text editor. However, DeskSet will also accept ASCII files created with most MEGA or ST word processing programs.

DeskSet was developed by G.O. Graphics, a multi-million dollar company that has built more communications and conversion systems for typesetters than all other manufacturers combined.

With the introduction of DeskSet, Atari delivers a desktop system with professional power typesetting. The Atari MEGA (or ST computer), the SLM804 Laser Printer and DeskSet provide a comprehensive, professional desktop typesetting system that can solve any publishing need. Professional typesetters, business men and the casual publisher now have a high performance, low cost solution for every publishing problem.

Continued from page 3

786 (8 bits/pixel) color. This resolution will be beneficial in any CAD, color picture or graphic work. The 640 X 480 (8 bits/pixel /2 screen) resolution is perfect for animation work. The lowest resolution is 512 X 480 (32 bits/pixel 24 bits/true color plus overlay & tag bits). This resolution may be utilized for finely shaded pictures.

Additional ABAQ advantages include the ability to create a processor farm of upwards of 1000 processors, SCSI drive support, and a floating point processor built into the transputer chip.

The built-in floating point processor in itself is a great advantage. ABAQ offers calculating speeds a single processor workstation can't. The effect of these calculating speeds on any number of applications will be enormous.

ABAQ provides for the addition of up to three internal expansion cards. These cards may include up to 64 megabytes of addressable DRAM, or different graphics cards for specialty applications. The three

add-on cards may be configured as 12 + 1 transputers which would provide 130 MIPS or about 20 Mflops in a desktop package. The full buss and appropriate links are available. It also provides connections to parallel processor farms and links to fast peripherals such as a laser printer, disc server etc.

The ABAQ operating system is HELIOS. A multi-processor, multi-user, sympathetic to transputer architecture and familiar to Unix users. The user interfaces include X-Windows (Vers. 11), GEM-VDI driver, GEM under Windows and Shell. ABAQ works with the Atari MEGA Computer.

ABAQ utilizes a high performance transputer microprocessor with a reduced instruction set, capable of delivering computer power in excess of ten times a PC/AT. It is the most powerful single chip computer in the world.

Although the ABAQ transputer chip has a reduced instruction set, its instruction set goes beyond the traditional RISC (Reduced Instruction Set Computer). The

ABAQ transputer chip consists of a small core instruction set surrounded by collections of application specific instructions. Perhaps its key feature is the ability of the transputer to allow 100 or more transputers to connect together to provide a low-cost desktop computer with the power of a supercomputer.

With the advent of powerful 32-bit microprocessors, and advances in graphics hardware, a new generation of affordable powerful personal workstations has become possible. The systems will, it is predicted, provide an order of magnitude better price/performance than any personal computer currently being sold.

Using the transputer as the heart of ABAQ not only allows the production of a cost-effective advanced personal workstation, it also provides the ability to be able to plug in more power as needed. Such systems sets new standards in computing, providing solutions that previously required expensive mainframes, all on one desk.

ATARI INTRODUCES PC CLONE LINE

LAS VEGAS, NV. --Building on the introduction of an earlier Atari PC computer, Atari introduced a full line of PC compatible computers. Engineered to exacting standards, Atari adds what only Atari can - higher technology, all the options and better performance. At highly competitive prices. Value.

PC1 The Atari PC1 has a higher clock speed than most clones, running at a top speed of 8 MHz. For those software programs that are speed dependent, there is a software switch which sets the clock speed to the standard 4.77 MHz.

Through custom ICs the Atari PC1 provides EGA, CGA, Hercules, and monochrome capability without costly and confusing additions. Value.

The Atari PC1 comes with the PCM124 amber monitor. Unlike most monochrome monitors, the PCM124 can display up to 16 shades (of amber). The maximum screen resolution is 720 X 348.

The PC1 also works with any CGA,

MDA, EGA or multi-frequency monitor. Maximum color screen resolution of the Atari PC1 is 640 X 350. The color palette is 64 with a maximum of 16 on the screen at a time. Most popular clones have a color palette of only 16 and can only display 4 colors at a time.

The 256K dedicated display RAM makes the entire 512K of system RAM available. If even more RAM is needed, the Atari PC1 is expandable to 640K. The board also has a socket for an optional 8087 math coprocessor.

The Atari PC1 comes with a 5.25" internal drive. It can support up to 3 disk drives. The Atari PC1 will have a networking card running at 1 megabits per second (NETBIOS compatible).

The Atari PC1 comes with a mouse and a built-in mouse port. Other features include a parallel port, RS232 serial port, and an AT keyboard layout.

PC2 The Atari PC2 has all the features of the Atari PC2 and then some. It features

5 XT style internal slots for add-on cards, a real-time battery backed-up clock and room for internal mounting a hard disk drive or two floppy drives.

PC4 The Atari PC4 is an 80286 microprocessor based IBM PC/AT compatible machine. It features a selectable clock speed of either 8 or 12 MHz, VGA compatible video and has 4 AT style expansion slots, up to 1 megabyte of system RAM and is ready for an 80287 numeric coprocessor. Like the PC4, it also has a real-time battery backed-up clock.

The PC2 and PC4 can include any combination of 3.5", 5.25" or hard drives. The PC1 can use external drives only.

The Atari line of PC compatible Personal Computers offers all the features possible. Built-in, standard, ready to plug in and go. If IBM PC compatibility is important, then the Atari line of IBM compatible Personal Computers is the only alternative. Atari PCs - the best value in the IBM world.

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(Editor's note: Reprinted from an original Atari COMDEX news bulletin. Thanks Atari!)

MICROSOFT WRITE INTRODUCED FOR THE ATARI MEGA AND ST COMPUTERS

LAS VEGAS, NV. -- Microsoft Write by Microsoft Corporation has just joined the growing ranks of high performance word processors for the Atari MEGA and ST computers. Used in conjunction with the Atari SLM804 Laser Printer, it provides yet another Atari desktop publishing solution.

Microsoft Write is powerful enough to handle complex business reports, yet simple enough for casual memos and letters. It adapts easily to writing and formatting requirements, so you can concentrate on what is important, writing and designing documents.

Microsoft Write has all the standard text generation, editing and formatting features: copy, cut and paste; plus: set page size, margins, and tabs by inch, centimeter, pitch or point; create footnotes with any reference mark; paginate automatically with numbers, roman numerals, or letters; print characters in bold, italic, underline, superscript, subscript or different sizes and fonts; create form letters or combine documents with a variety of print merge commands and create headers for the top or bottom of the page that print on odd, even and/or first pages.

Write also includes extra features that make word processing tasks easier and more productive. You can: display and work with multiple documents or parts of the same document simultaneously; choose from a variety of font styles (available with Atari GDOS); create glossaries of frequently used text that can be inserted with just a few keystrokes; control page breaks by selecting lines or paragraphs to stay together on a page and print text in columns.

Pull-down menus, help screens, and mouse or key control are all part of the exceptionally well designed user interface. Microsoft Write will be marketed by Atari. Teamed with the Atari MEGA computer and the Atari SLM804, the desktop production of clean, professional documents becomes an easy task.

ATARI DESKTOP PUBLISHING SYSTEM

LAS VEGAS, NV. -- The Atari SLM804 Laser Printer and the Atari MEGA or ST computers are one of the most advanced and versatile laser printing systems on the market today. For desktop publishing or writing the simplest letter, the Atari SLM804 Laser Printer delivers near typeset quality text and graphics quickly and easily.

Both the MEGA and the ST support the laser printer by building a page image in memory, then sending it to the laser printer over the DMA bus. This method cuts down on the time between pages. All laser printer manufacturers talk about "pages per minute." What is equally important is the build time per page and the transfer time per page. The DMA port allows data to be transferred at the full speed of the printer. Since the SLM804 uses the main computer's processor and memory, there is no need to receive the page, build it and then print it, the process of page building is much faster. The page is only built once, transferred and printed. It does not have to be built, transferred, accepted, rewritten or rebuilt and then printed. This is a significant time saving.

Another advantage of the SLM804 Laser Printer is memory. It has none. Because most other laser printers have a processor, they also have memory, which generally proves insufficient for the task at hand. To

do full page bit mapped graphics, a laser printer -any laser printer- must have a minimum of 1 meg of memory. Since most laser printers have only 512K or less of memory, memory upgrade kits must be purchased. Memory upgrade kits are expensive. The SLM804 uses the memory of the MEGA or the ST. With the 2 or 4 megabyte MEGA computer there is more than enough memory for graphics. And graphics are what desktop publishing is all about.

Font flexibility is yet another advantage of the SLM804. Most other laser printers have fonts in hardware. This limits the number of available fonts to the number resident in the machine or in some cases to the number that can be placed in a cartridge. The extra font cartridges are expensive, and again, limited to the number of cartridges available.

The SLM804 fonts are software fonts. There is no limit to their number, types or design. Since they are in software they can be much less expensive and can be designed by anyone. A feature not possible with most laser printer.

It is difficult to compare the SLM804 with any other laser printer. Since most other laser printers are hardware limited, their features are fixed. The nature of the SLM804 is flexible. It can grow with you.

POWERFUL HARD DRIVES FOR MEGA SERIES

LAS VEGAS, NV. --The latest peripherals for the Atari MEGA computer line were introduced at Fall Comdex '87. They include a new line of hard disk drives called MEGA FILE.

MEGA FILE 20 The MEGA FILE 20 (20 megabyte) hard disk is the foundation of the Atari MEGA computer hard disk product line. Its specially designed case allows it to fit directly under the MEGA CPU. It also has an extra Atari 19 pin DMA connector for daisy-chaining.

MEGA FILE 40 The MEGA FILE 40 is

the 40 megabyte hard disk drive for the MEGA computer. It's case is also designed to fit directly under the MEGA CPU. Like the MEGA FILE 20 it is color coordinated to compliment the professional styling of the MEGA system configuration. It also has an extra Atari 19 pin DMA connector for daisy chaining.

Both the MEGA FILE 20 and MEGA FILE 40 are also fully compatible with the Atari ST line of computers.

TREASURER'S REPORT



by Bob Smith

As of 10 November 1987

Beginning Balance: \$850.21

Income:

| | |
|-----------------------|-----------------|
| Dues | \$70.00 |
| ST disk sales | 80.00 |
| Bulk disk Sales | 305.00 |
| Refreshment donations | 45.65 |
| Extra ticket sales | 8.00 |
| ST Library Fees | 15.00 |
| ST Disk Storage Boxes | 90.00 |
| Total Income | \$591.65 |

Expenditures:

| | |
|---------------------------------|-----------------|
| O'Club - Oct Refreshments | \$89.80 |
| Genie Download | 5.00 |
| FLAGPOST duplication | 40.43 |
| FLAGPOST postage | 18.48 |
| Tom Hudson Dinner | 10.00 |
| Wood Plaques & Engraving | 93.40 |
| Atarifest - Doorprizes, Library | 250.00 |
| Total expenditures | \$486.91 |

Ending Balance: \$954.95

Notes: Almost 40% of the membership dues run out in December. Please pay promptly to insure another successful year.

Who Are You?

Submitted by Bob White

(Editor's note: Reprinted from the November 1987 edition of the KC-NACE.)

This is the story about 4 people named "Everybody", "Somebody", "Anybody", and "Nobody". There was an important job to be done and "Everybody" was sure that "Somebody" would do it. "Anybody" could have done it, but "Nobody" did it. "Somebody" got angry about that, because it was "Everybody's" job. "Everybody" thought "Anybody" would do it, but "Nobody" realized that "Everybody" wouldn't do it. It ended up that "Everybody" blamed "Somebody" when "Nobody" did what "Anybody" could have done.



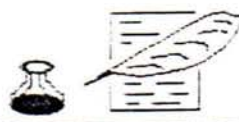
CALENDAR OF EVENTS

DECEMBER 1987

Thursday, 3rd FLAG General Meeting
7:00 pm

Friday, 25th Christmas Day Holiday
Yea!!!

SECRETARY'S REPORT



by David Hagan

Minutes of the 5 November 1987 Meeting

Introduction:

President Hutchinson called the meeting to order at 7:13 P.M. He introduced the FLAG officers to the membership. The Secretary's and Treasurer's reports were approved as stated in the October FLAGPOST. He welcomed the new members and visitors in attendance at the meeting. There were approximately 45 members in attendance at the meeting.

Old Business: There was no old business discussed.

New Business:

President Hutchinson attended the COMDECKS show and gave a presentation on new information obtained during his attendance. He stated that this show was for a business environment and that Atari was well represented. Atari displayed their IBM compatible machines, (PC1, PC2, PC3, PC4), and their new workstation. A CD ROM exists and is available overseas now for \$599.00. Also a LAN was talked about during the show. President Hutchinson and Jeff Barker were also fortunate to attend the Current Notes Atarifest. The Atarifest had information about the 8-bit machines as well as the ST. Some of the important news was that the 80 column converter for the 8-bit machine was out. This means you can have 80 column screen display with your 800XL or 130XE machine. Word Perfect is available in a GEM based version. Although Hutch and Jeff said that it was better on the ST than IBM they were waiting for further reviews before making final judgement.

Appreciation Letter from Tom Hudson:

President Hutchinson read the letter received from Tom Hudson, thanking us for his visit in October, in its entirety.

Upcoming Elections:

The elections will be held during the December meeting. President Hutchinson read the current list of nominees. Nominations will be accepted also the night of the December meeting. (Secretary's Note: If you would like to run for an office let me know...remember FLAG will be only as good as those involved in it.)

A change will be forthcoming to change the Election month from December to May, this will allow those CGSC students a better opportunity to run for office. Additionally, it will permit the installation of two vice-presidents.

Meeting Topic:

Word processors Part 2. A more in depth discussion about word processors not covered in October's meeting due to special program presentation. Further discussion also within the SIGs.

Special Announcements:

The MIDI MAZE GAME mentioned by President Hutchinson in the October FLAGPOST is cancelled. A children's category is open to award prizes. Work must be of your child's not yours.

Door Prizes:

Several door prizes were given away in the general membership meeting.

The meeting officially adjourned at approximately 8:15 P.M. and the 8-Bit and ST SIGs began their discussions.

MEMO

RUMORS,
TIPS,
AND
DIRTY
TRICKS!

-by Hutch

Rumor has it that the \$395 WORD PERFECT ST word processor is available for only \$99.95 to students. Sounds like a good deal to me, "Teacher."

Definition of a SUPERCOMPUTER: A computer which performs an endless loop in 3 seconds!

David Small of Data Pacific claims that his MAGIC SAC Macintosh emulator for the ST is more compatible with Mac software than Apple's own Mac II!

Hal Hardenbergh (developer of DBASIC for the ST) believes that all ST owners are software pirates since his DBASIC is not selling. I wonder if it ever occurred to him that perhaps it was his product's fault? Who wants DBASIC when GFA BASIC is available? Maybe Hal should go work for Trip Hawkins at Electronic Arts.

8-BITS ARE BETTER THAN ST's! At least the 8-bit DOS 3.0 disk makes a better frisbee than the ST's ST BASIC disk (even though they are equally worthless!).

Atari has RAISED PRICES on the ST's! Looks like suggested retail prices have increased \$100-\$200 on the 520 and 1040ST. For those 8-bit owners who were holding out for prices to come down, I won't say "I told you so" ... but you know I did.

Don't ever store two 5-1/4" disks in the same sleeve. It seems that if the two magnetic surfaces come in contact with each other, they may ZAP themselves!

Here's another good hint... Never, absolutely NEVER, label your disks with an electric engraver! I'm also told that stapling the labels on is a no-no too.

Softlogik is bringing out Publishing Partner Pro, a greatly enhanced version of their DP classic. Timeworks also joins the fray with ST Publisher, both due out soon.

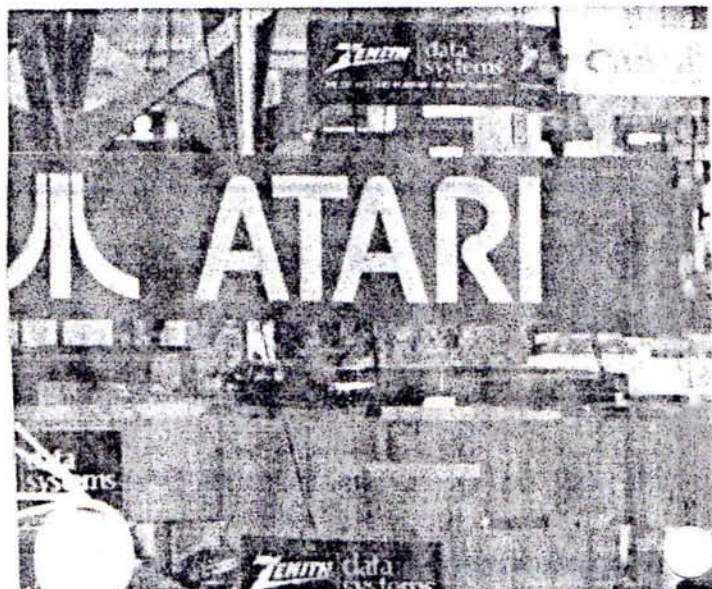
Contrary to the rumor going around, Jack Tramiel does NOT wear panty hose. That's ridiculous! A girdle, maybe, but NEVER panty hose!

ELECTRONIC GRAPHIC ARTS CONTEST RULES

O.K., folks, there have been a few questions about the Graphic Arts contest so here's some clarification on the rules:

1. You can submit as many pictures as you wish, but you only get one free PD disk coupon per paid member.
2. If you submit more than one picture, it will make judging easier if you put them on different disks. Make sure EACH disk you submit has your name on the label and instructions on how to view the picture(s). Give your creations a title too, if you wish.
3. You should include a slideshow program or some utility on each disk that will let us view the pictures.
4. We must have 3 entrants per category to award a prize. Right now we have 8-bit and ST categories, but if enough of your kids enter we will make up a special one for them too!
5. Judging will be by the general membership. After viewing the pictures, the membership will vote on which pictures they like best. Names of the artists will not be announced until AFTER the judging!
6. Prizes will be awarded immediately after judging.
7. Please... make sure your entry is your own original artwork. Scanned pictures are O.K., but the personal touches you add are what counts. Color cycling animations are permitted but no fancy, multiple file stunts. You are not competing against Tom Hudson!
8. You must submit your entry disk(s) to Tony Bullard, the contest coordinator, no later than 7 p.m., December 3rd, the night of the meeting. You need not be present to win as long as your entry gets in on time.

There are some really nice prizes lined up for this contest so I hope EVERYONE enters something. You would be foolish not to since we are literally PAYING you to do so! At any rate, have fun you artistic devils!



Overview of Atari's booth at COMDEX

Newsnotes

COMDEX 1987... I was there! by John Hutchinson

Las Vegas is a pretty wild place most of the time anyway, but when you bring over 100,000 computer "geeks" together for the largest computer exhibition in the country, it's absolutely unbelievable! The Las Vegas convention center is a HUGE complex, but not big enough as the show displays spilled over into four other major hotel convention facilities. COMDEX differs from CES in that it caters to the corporate buyers who are interested in BIG purchases! In fact, it's not even open to the public, although at \$195 per person just to attend for the week, I'm not sure how many "public folks" would attend anyway!

While I was there, I saw many strange and wondrous things, not all of which were Atari related. But, considering my audience, I had best stick to Atari topics. Atari's "booth" was in the main convention center complex, sharing the limelight with IBM's huge area. Keeping to tradition, Atari's booth was modest at best. Surrounding Atari's display of its new machines (more on them in a moment) was a plethora of manufacturers who deal in Atari software. Atari makes this space available for the dealers, who otherwise could not possibly afford to hype their wares at expensive COMDEX. The benefit to Atari is that they provide a large sales force that push not only their software, but Atari computers as well. Pretty smart, Jack.

Speaking of Jack, I was able to meet him and his sons Leonard and Sam, who make up the upper management of Atari Corporation. It was also a great opportunity to meet many of the developers of some of the best Atari software available. Included at the show were representatives from Amic, Data Pacific, Softlogik, Timesworks, QMI, Migraph, Michtron, Word Perfect, and many, many more.

Of course, the biggest draw at the Atari booth were the new machines that were on display. There were no less than 5 different PC clones on display. Not only the familiar, low-budget PC1, but also the PC-2 (XT clone), 3 and 4 (AT clones), and a 80386 machine (PC 5?) running at 20MHz! Of special interest was the fact that each one was setting out, openly inviting the crowd to play with them. Not all were production models, of course, but they were NOT glass enclosed, no-can-touch, prototypes either! It was great fun watching skeptics run back and forth between Atari and the IBM display to test run IBM software on the Atari PCs ("By golly, Joe, it DOES work!"). Everybody and his dog at COMDEX were displaying PC clones. What made the Atari machines different were their obvious price advantage... about 50% that of the other clone makers!

Why is Atari venturing into the PC clone market? The reason should be obvious... MONEY! That's gold in them thar clones! And more money in the bank means more that can be spent on Mega, ST, and other non-IBM graphics machines. For instance, Atari was also displaying their new ABAQ (no acronym, just an obscure word taken from the Hebrew word meaning "out of the sand") graphics work station, built around the Imos T-800 transputer chip. To be available as soon as 2d quarter 1988 (yeh, sure), the ABAQ features stunning graphics and remarkable speeds thanks to a near limitless parallel processing technology. It has four resolution modes, ranging from 512 by 480 to 1280 by 960. You say you like color? OK, the ABAQ offers you a palette of 16 million plus! You say you like speed? OK, how about 10 times faster than an IBM PC/AT and 5 times faster than Apple's 88020 Mac II with math coprocessor chip? The demos I saw running were truly impressive and some of the best at the show. Price? Sorry, not yet announced.

Closer to home, Atari's fabled CD-ROM unit was on display in its production form. Prices have finally come down low enough to suit Mr. Tramiel so now for \$599 retail you can buy a CD-ROM for your ST with which you can also play your favorite stereo compact disks!

Atari also announced plans to market "PromiseLAN" (cute, huh?), a Local Area Network to connect STs, Megs, PCs, and Macintoshes in the same network.

Everywhere you looked, you saw an Atari SLM804 Laser Printer hard at work. They were churning out high quality CAD printouts and a variety of gorgeous desktop publishing work.

Atari has been pretty quiet lately and the new machines on at COMDEX surprised most everyone. Maybe vaporware is a thing of the past at Atari. Only time will tell.



ST Desk Accessory
Cartridge
by QMI, \$99.95

A product review by John Hutchinson

Desk accessories comprise one of the neatest features of the ST. The ability to have several small programs in your computer's memory, ready to jump into action whenever you need them can be a wonderful time-saver. Plus, there are some very fine public domain desk accessory programs available that can do just about whatever you want.

But... (there's always a "but" isn't there?) desk accessories come with a price attached even if they are free. First of all, you are allowed a maximum of only six desk accessories to be active at any one time. Make that five if the Atari Control Panel is one of them as it counts as two! Plus, every desk accessory you load eats up valuable memory. Don't believe me? OK, boot up a disk with six desk accessories on it and run a program like DEGAS ELITE or WORD WRITER and see how much memory you have left. Lastly, even with the ST's speed, every desk accessory you add makes the boot up time take longer. Little things perhaps, but still very annoying.

Wouldn't it be nice if someone invented a set of desk accessories that provided all the benefits without the hassles? Well, wake up because that's exactly what Quantum Microsystems Inc. (QMI) did. Enter the DESKART!, a ROM cartridge that plugs into the seldom used cartridge port of your ST. This little goodie (about 3x2x1/2 inches) contains no less than 15 excellent desk accessories, plus a built-in battery backed up clock! Interested? Read on and I shall reveal all.

Because the desk accessories are "burned" into the memory of a ROM chip, they don't take up any (very little, anyway) of your computer's memory. Plus, they are instantly accessible and don't slow down your boot process. The accessories were well chosen and all perform as advertised.

1. CALENDAR. Shows a month at a time, 1940 to 2040.
2. APPOINTMENT BOOK. Track your appointments and DeskCart will even ring an alarm at the schedule time.
3. NOTE BOOK. A miniature word processor.
4. CARD FILE. A miniature data base.
5. CALCULATOR. A scientific & programmer's calculator.
6. TYPEWRITER. Quick & dirty way to print envelopes.
7. ADDRESS BOOK. Names, addresses, phone, etc.
8. VT-52 TERMINAL. Mini-telecommunications program.
9. KEYBOARD MACROS. Create your own shorthand on the keyboard. Press 2 keys to issue entire commands.
10. RAMDISK. Really powerful! Automatically create at boot-up or whenever you want. Plus you can delete it!
11. DISK UTILITIES. Copy, Delete, Rename, Format, & Get Info from within any GEM program.
12. PRINT SPOOLER. Returns immediate control of your computer when printing long documents.
13. CONTROL PANEL. Replaces the disk based panel.
14. SCREEN DUMP. Lets you print the screen horizontal or vertical with custom printer drivers.
15. MEMORY TEST. Checks for bugs & how much is left.

The 41 page manual that comes with the DeskCart is concise, well written and explains most functions very well. The database instructions could use a little more meat but the information is all there if you look for it. Installation of the DeskCart is relatively simple... you plug it in! Think you can handle that???

Granted, not all the accessories will prove highly useful to all people. Personally, the variable RAM disk and disk utilities alone are worth DeskCart's cost, let alone the built in clock which by itself usually sells for 50 bucks or so. But what if you have an old favorite desk accessory you have been using for a long time? Do you have to discard it in order to use the DeskCart? No way! DeskCart's 15 accessories only use up ONE of your six available desk accessory slots. So if you wanted to, you could actually run your ST with 20 desk accessories all at once!

Bottom line? The DeskCart is a great addition to your system that is easy to use, requires no memory, and is lightning fast. The price is a little steep but definitely worth it when you consider the convenience you gain. QMI has a definite winner here, and I heartily recommend DeskCart.



Don't be scared!

**Accept a nomination to a FLAG office!
We need your help to keep FLAG alive!**

Easel/ST

by Computer Fenestrations. \$19.95

A Product Review by Kirk Osterman

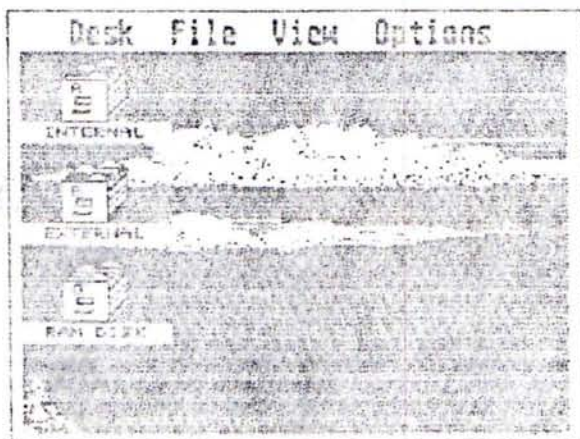
Reprinted with permission from the November 1986 issue of Current Notes.

Computer Fenestrations has just released a nifty new utility. Its called EASEL/ST and it lets you install any DEGAS or NeoChrome picture as the background of your desktop. To use the program, simply place it in an AUTO folder along with a copy of your favorite art work in the root directory. The picture will have to be renamed to "EASELST" so that the program knows which picture to load. That's it. Now, whenever you boot that disk the picture will be there on your desk, but every thing else will be the same. Click on the disk drive icon and open a window on top of the picture, execute a program, and return to the desktop and your art work will still be there.

Right now you're probably thinking to yourself that this sounds nice, but not very practical. Well, actually there are quite a few ideas to put this program to work for you. How about drawing up your users' group logo? Then at the next meeting instead of staring at a dull green or grey screen between demonstrations you can promote your next meeting time. Another idea would be to make a picture that describes what's on a particular disk along with any special instructions. By doing this even someone who may not be terribly experienced with the ST could get started by simply booting up the computer and reading the text on the desktop. Other possibilities include company logos, clip art, or just your favorite painting.

I've tested Easel/ST with quite a few popular ST programs and have found none to date that have problems with this program. It should be noted that programs like Easy-Draw and VIP Professional have the desktop in the background of the program so what ever picture was installed will still be there when you execute programs like these. This could lead to innovative uses of Easel/ST that are application specific. You can probably tell I like this program and at least one reason for this is that it falls into a rare class of programs that do what they're supposed to. It is not copy protected, and is reasonably priced. At only \$19, this program makes a fine addition to anyone's library.

NOTE: FLAG has a demo version of EASEL/ST in the ST Public Domain Library. The demo works just like the original except that you can't change the pictures... you are stuck with what they give you. The demo works in all three ST resolutions. Check it out!



Snapshot of a portion of Easel/ST demo's high-res desktop. It has different pictures for the low and medium resolutions.

Want a FREE Library Disk?

It's simple! Donate any commercial software program (with original disks & docs) & you'll get a coupon good for any disk from the 8-bit or ST library FREE! Support your group!

Hi-Tech Doorprizes

Need an incentive to attend the December meeting? O.K., how about a chance to win these???

Mousetrap

Vegas Gambler

High Roller

Flight Simulator II

Trivia Challenge

Pinball Factory

Datstones of Ayn

Crypt of the Undead

Rescue on Fractalus

Ballblazer

Perfect Match

Hexious

} Donated in part by The Computer Room
Thanks!

Donated by Ray Cantrell
Thanks!

Donated by Steve Smith
Thanks!

Donated by FLAG

PLUS... two very special prizes for the Electronic Graphics Arts Contest

**Blazing Paddles
and
Spectrum 512**

That's WELL over \$500 worth folks! So be sure you get your dues paid up and show up for the officer election and GAMEFEST on December 3rd. While it lasts, we will have free food and drink too! Come join in on the fun!

How's THAT for club benefits???



*Don't pussyfoot
around!*

**VOLUNTEER FOR
A CLUB OFFICE
TODAY! We still
need a nominee
for Secretary. Is it
your turn to help?**



FLAG 1987 OFFICER ELECTIONS ABSENTEE BALLOT



If you can't make it to the December meeting, you can still place your vote. Just fill out this ballot, sign it, place in a sealed envelope and deliver to one of the club officers NLT 7 p.m., December 3rd. You may use a photocopy of the ballot if you wish, but it must bear your original signature! Vote for only one member per office. You may write in a member's name (including your own) if you wish, but make sure the member is willing to accept the position first. Happy Holidays!

PRESIDENT:

- ☐ Mark Cawley
☐ Jack Tombrella
☐ _____

VICE PRESIDENT:

- ☐ Jeff Barker
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☐ David Hagan
☐ Jack Tombrella
☐ _____

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- ☐ Tony Bullard
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☐ _____

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- ☐ David Hagan
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☐ _____

| |
|--|
| <p>_____ Your Name (please PRINT)</p> <p>_____ Your SIGNATURE</p> <p>_____ Date signed</p> |
|--|

ATTENTION IMG:SCAN OWNERS!

FREE SOFTWARE UPGRADE AVAILABLE!

While I was attending the W.A.C.E. Atarifest in the Washington D.C. area, I met the inventors of the IMG:SCAN. They were kind enough to give me a free software upgrade which I have passed on to the club. While we got a great deal on our bulk purchase of IMG:Scanners, the software we received does have a bug in it. If you have been having trouble with 'SCAN' and 'RESCAN' under the SCAN.PRQ program, you have the buggy version. To get the upgrade, just bring a disk to the next meeting or see the ST Librarian, John DellaFacono. You can also contact me for a copy.

-HUTCH



*You WON'T
win any
money, but you
COULD win
some valuable
software at the
December
GAMEFEST!!!*

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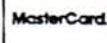
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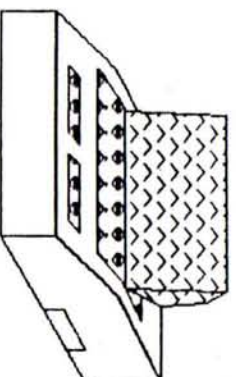
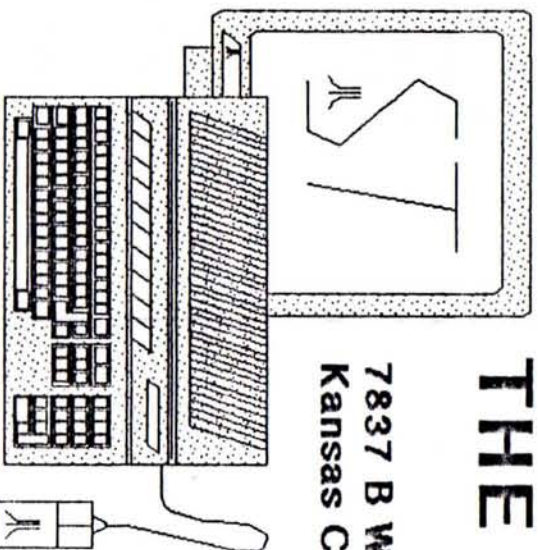
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P.O. Box 3233

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S.L.C.C. NEWSLETTER EXCH.

PO BOX 1506

SAN LEANDRO, CA 94577

Special theme for this month's meeting: OFFICER ELECTIONS & GAMEFEST